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Subject: Dante: Q on your CTF Scripts; didn't know where to ask this.

Posted by [Anonymous](#) on Sat, 04 Jan 2003 17:18:00 GMT

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On your script TDA\_CTF\_Zone, it says we have to have buildings placed on the map. Now, this may sound like a stupid question, but I wanted to make sure of one thing. We only have to add the building controller, right? I mean, we don't have to have it attached to the actual structures, like the PP controller on the PP. The building controller can be like in the middle of the map, and that will work, right? I am thinking of making a good CTF map; I have a great idea in mind. I just wanted to make sure I don't need the building structures before I start making it. Thank you in advance, and if this isn't a good place to ask this, I will delete it right away.

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